

Title: THE BIG BOOK

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THE BIG BOOK OF ADVENTURE

Recorded on these pages
are tips I have found
while on my adventures.
Read well, fellow quester,
for your life may well be
saved by recalling these
in your time of need.

Puzzles: You will be in
luck if such puzzles are
played with levers. These
are usually not harmful,
and require little time, if
you watch your
surroundings for clues.
Center levers usually
reset the puzzle. Traps:
If there is a chest
sitting innocently in the
open, touch it not!
Especially if it has many
corpses around it! These
are the other dolts who
fell for it.

Chests of Loot: Rarely
do chests have anything
in them. Open them at
your risk. It will serve
you well to carry a magic
scroll to check for traps
within these!

Tricks of the Trixter:
Judge them by their
cover, for they read
differently than other
books...

Mazes: Always mark your
path! Use rocks or wood.
Never bread crumbs!
Beware of treasure! It is
there to lead you from
the path!

Spell Chits: Always read the text on the outside of these scrolls to identify them. Once you have opened them, their magic will immediately be released upon reading.